

GRAPHIC ENGINE FOR RASTERIZING A STRAIGHT EDGE IN A RESOURCE- CONSTRAINED DEVICE

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ABSTRACT

A method for determining a projected area of an edge along a major direction in a pixel includes determining if the edge is at a starting point located inside the pixel and determining if the edge is at an end point located inside the pixel. If the edge is at a starting point located inside the pixel, the method includes determining a first excessive area and decrementing the projected area in the pixel by the first excessive area. If the edge is at an end point located inside the pixel, the method includes determining a second excessive area and decrementing the projected area by the second excessive area.